



**THE KING OF
FIGHTERS 2003**
ULTIMATE MATCH



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SLUS-21816B

1 - 2 Players • Memory Card (8MB) (for PlayStation®2): 250KB minimum • Analog Control Compatible: analog sticks only

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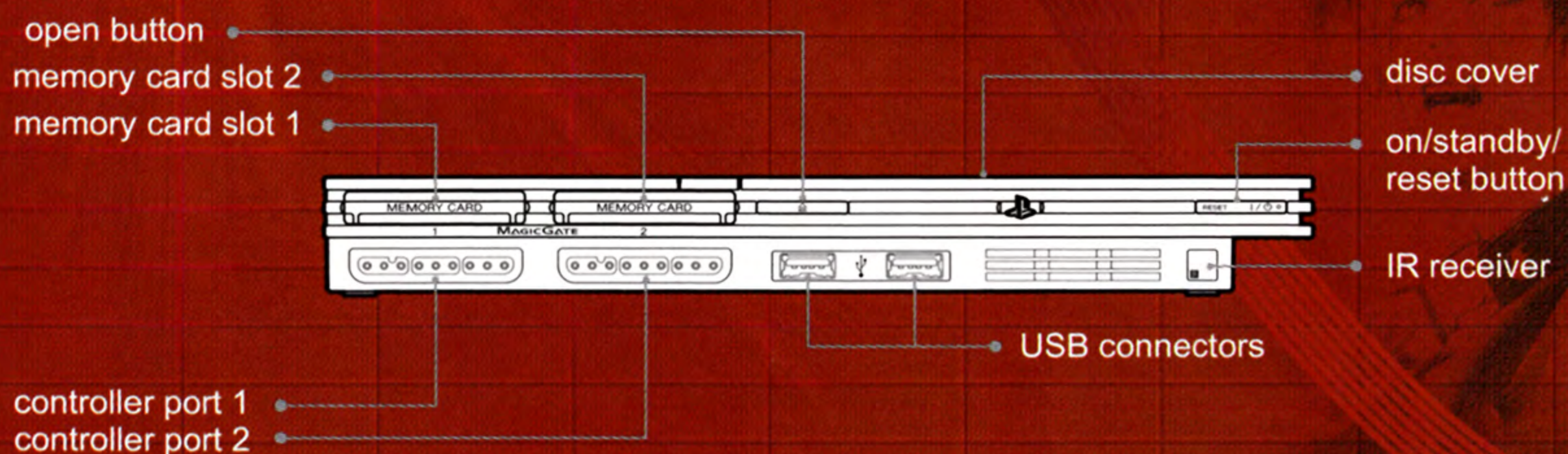
The Dream Battle Reaches Its Pinnacle Of Evolution!

Hailed as the series' supreme masterpiece, "KOF '98" packs more punch than ever!

- Battle it out with boss characters when you meet the special conditions!
- Take your pick of 64 player characters—the most ever!
- Use the new Ultimate Mode to customize characters any way you want!
- Discover something true fans are sure to love: the original NEOGEO-ROM version of "KOF '98"!



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the "*KING OF FIGHTERS '98 - ULTIMATE MATCH*" disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: It is advised that you do not insert or remove accessories once the power is on.

NOTE: Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

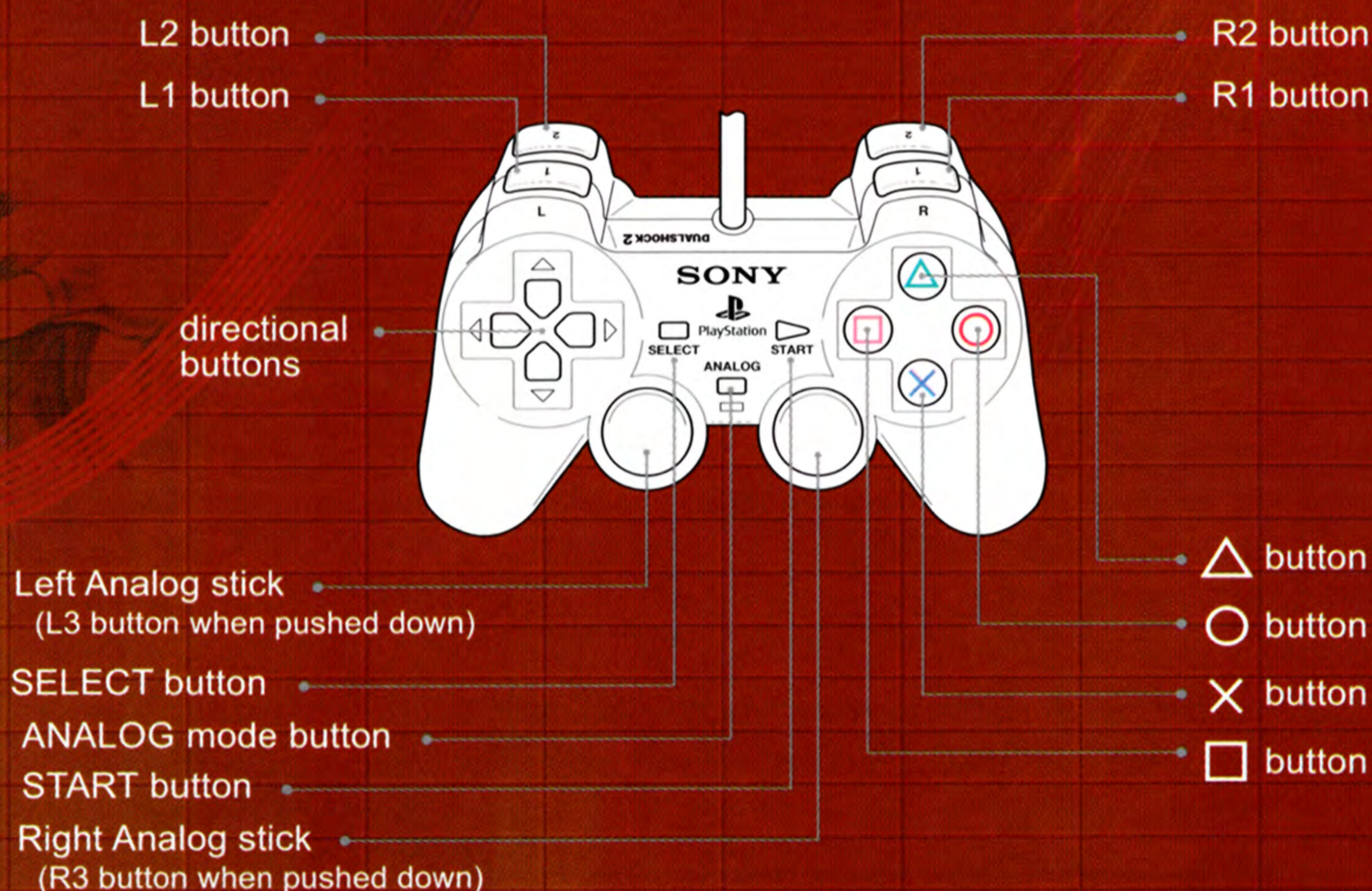
MEMORY CARD (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

NOTE: This title autosaves data at certain points throughout the game. Please do not insert or remove any accessories when the saving message is being displayed.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



 button:	Provocation	 button:	Confirms selections/ Light Kick
 button:	Start games/ call up Pause Menu	 button:	Cancel/Strong Kick
 button:	Makes a one-push Combo Move (See pp. 16 to 17 for details)	 button:	Strong Punch
 button:	Light Punch + Light Kick combo	 button:	Light Punch
 button:	Light Punch + Light Kick + Strong Punch combo	Directional buttons:	Selects menus and options/ moves characters. *1
 button:	Strong Punch + Strong Kick combo		
ANALOG mode button:	Not used		
Red LED:	Red light stays on		
Left Analog Stick:	Used in the same way as the directional buttons. *1		
Right Analog Stick:	Not used		

- *1: Commands concerning menu and item selections or commands concerning character movement are described using the directional buttons in this user's manual.
- *2: Pressing the  , , , , and  buttons simultaneously during game play lets you reset the game.
- *3: The ANALOG mode button cannot be switched on and off in this game. The controller stays in ANALOG mode (with the mode indicator glowing red).
- *4: The vibration function of the controller can be turned on or off using the Pause Menu or the Controls Menu of Game Options (see how to change this on p. 18).

This game is for 1 to 2 players and is designed to be played with the analog controller (DUALSHOCK®) and the analog controller (DUALSHOCK®2).

* In this manual, all commands are described using the analog controller (DUALSHOCK®2). This game supports the ANALOG mode and the vibration function.

* Commands are the same as the analog controller (DUALSHOCK®2) when using a standard controller. Please note that the standard controller does not support the ANALOG mode or the vibration function.

BEGINNING GAME PLAY

Press the  button when the title screen appears to call up the Main Menu screen and choose from the items below.



ARCADE PLAY/2P VS/CPU VS

Lets you play team battles based on the arcade version.
(See pp. 10 to 11)

SINGLE PLAY/2P VS/CPU VS

Play single-player battles in one-on-one matches.
(See pp. 12 to 13)

ENDLESS

Take on an onslaught of computer-controlled characters in one-on-one battles until you run out of life energy.
(See p. 14)

GALLERY

Look over illustrations used in ending sequences and watch movies.
(See p. 15)

CHALLENGE

Play computer battles to complete the missions you're given.
(See p. 16)

GAME OPTIONS

Lets you change various game settings.
(See pp. 17 to 21)

NEO GEO MODE

Let's you play the NEOGEO ROM version of
"The King of Fighters '98."
(See pp. 22 to 24)

THE GAME SCREEN



1 TIME LIMIT

Shows the time remaining in the round and the victor is decided by the most life energy remaining when time runs out.

2 LIFE GAUGE

Shows the amount of life energy for characters currently in battle. The player whose life energy runs out loses. The color of the gauge varies with the Command Mode of your character.

3 YOUR CHARACTER PANEL

Shows the face of your character currently in battle.

4 WAITING CHARACTER NAMES

Shows the names of characters on your team waiting to fight. Victory marks appear here when you play single-character battles.

5 COMMAND MODE DISPLAY

Shows your character's Command Mode.

ADV=Advanced Mode/EX=Extra Mode/ULT=Ultimate Mode

6 POWER GAUGE

The way it increases and its functions vary with the Command Mode. (See pp. 8 to 9)

PAUSE MENU

Pressing the  button during game play displays the Pause Menu with the items listed below. Press the  button again to resume game play.

CONTINUE

Resumes game play.

SKILL LIST

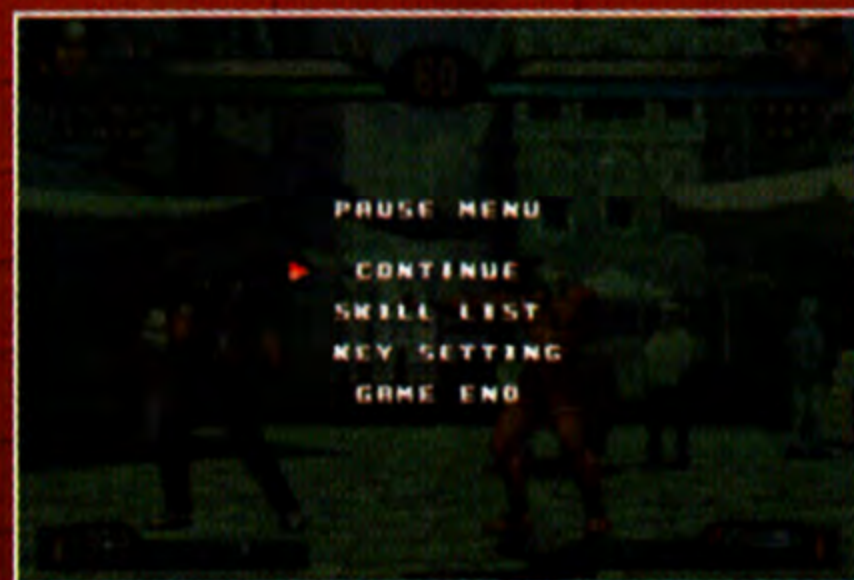
Shows the command list for the character of the player who paused the game. Press the  button to return to the Pause Menu.

CONTROLS

Calls up the Controls Menu to let you change command settings for each button. (See p. 18)

GAME END

Finishes game play and returns you to the Main Menu screen.



COMMANDS DURING BATTLE

DESCRIPTION OF SYMBOLS

Commands are described using the symbols below. All commands introduced here are in the initial settings and assume the character is moving from the left to the right of the screen.

→	Press the → directional button
←	Press the ← directional button
↑	Press the ↑ directional button
↓	Press the ↓ directional button
↗	Press the ↑ and → directional buttons simultaneously
↘	Press the ↓ and → directional buttons simultaneously
↖	Press the ↑ and ← directional buttons simultaneously
↙	Press the ↓ and ← directional buttons simultaneously

□	Press the □ button
×	Press the × button
△	Press the △ button
○	Press the ○ button
L2	Press the L2 button
R1	Press the R1 button
R2	Press the R2 button
SELECT button	Press the SELECT button.
+	Simultaneous input (enter the commands on either side of this simultaneously).



LIST OF MAIN COMMANDS

Main game commands are introduced in the list below. The initials in parenthesis after command names represent the command methods for the respective Command Mode. ADV=Advanced Mode/EX=Extra Mode/ULT=Ultimate Mode

Move	→ (forward) or ← (backward)
Dash (ADV/ULT)	→→ quickly
Step (EX/ULT)	→→ quickly
Backstep	←← quickly
Jump	↖ or ↑ or ↗
Small jump	Tap ↖ or ↑ or ↗
Medium jump	After tapping ↖ or ↓ or ↘, tap ↖ or ↗ / Tap ↗ during a jump
Large jump	After tapping ↖ or ↓ or ↘, press ↖ or ↗ / Press ↗ during a jump
Crouch	↙ or ↓ or ↘
Guard	← (upper guard) or ↙ (low guard) against an attack
Punch	□ (light) or △ (strong)
Kick	⊗ (light) or ⊙ (strong)
Blowback Attack	△ + ⊙ [R2] also possible]
Emergency Evasion (ADV/ULT)	→ or ← + (□+⊗) [L2] also possible] (Makes a forward move when the directional button isn't pressed)
Attack Evasion (EX/ULT)	□ + ⊗ [L2] also possible]
Counterattack (EX/ULT)	Either □, ⊗, △ or ⊙ during Attack Evasion
Knockdown Evasion	□ + ⊗ [L2] also possible] simultaneous to your character hitting the ground
Normal Body Toss	Near opponent, → or ← + △ (forward toss) or ⊙ (backward toss)
Normal Body Toss Evasion	→ or ← + □, ⊗, △ or ⊙ the moment when tossed
Provocation	SELECT
Guard Cancel Emergency Evasion	During guard, → or ← + (□+⊗) [L2] also possible] (Uses up 1 Power Stock)
Guard Cancel Blowback Attack	During guard, △+⊙ [R2] also possible] (Uses up 1 Power Stock)
Power Builder (EX/ULT)	□+⊗+△ (press and hold) [R1] also possible]
Power MAX Activation	With a Power Stock, □+⊗+△ [R1] also possible] (Uses 1 Power Stock)
Back-up Attack	When you meet certain conditions (see p. 11), □+⊗+△ [R1] also possible]
Special Move	Enter specific commands for each character
Super Special Move	Enter specific commands for each character when you meet specific conditions (*1)
MAX Special Move	Enter specific commands for each character when you meet specific conditions (*2)

*1: Conditions for activating Super Special Moves vary with the character's Command Mode.

*2: Conditions for activating MAX Super Special Moves vary with the character's Command Mode.

DESCRIPTION OF SYSTEMS

All commands introduced in the following description are in their initial settings for characters moving from the left to the right of the screen.

THE 3 COMMAND MODES YOU'RE FREE TO CHOOSE FROM

In "The King of Fighters '98 Ultimate Match" you can choose any of 3 different Command Modes with varying move actions, evasion actions, and power gauge types. The way you battle in matches changes dramatically based not only on your player but the Command Mode you choose.

MAIN CHARACTERISTICS OF ADVANCED MODE

Advanced Mode (ADVANCED) is ideal for players who prefer aggressive combat, boasting a system in which move and evasion actions are active and the power gauge automatically increases by continuing attacks.

DASH

Move as you run forward.

EMERGENCY EVASION (FORWARD/BACKWARD)

Move forward or backward while rolling.

ADVANCED GAUGE

The power gauge increases with each attack to automatically stock a Power Stock when it reaches MAX. You can stock up to 5 of these. Using these Power Stocks enable various attacks and moves.

MAX POWER ACTIVATION

Using 1 Power Stock puts your character in a MAX Power state for a limited time only.

CONDITIONS FOR ACTIVATING SUPER SPECIAL MOVES

Using up 1 Power Stock lets you use Super Special Moves that surpass Special Moves in power.

CONDITIONS FOR ACTIVATING MAX SUPER SPECIAL MOVES

Enter a Super Special Move command when the character is in the Power MAX condition and you have Power Stocks. Or you can also activate this by using up 3 Power Stocks and entering a Super Special Move command while pressing the punch button simultaneously ($\square + \triangle$ in the initial settings) or the kick button simultaneously ($\times + \odot$ in the initial settings).



MAIN CHARACTERISTICS OF EXTRA MODE

Extra Mode (EXTRA) has tight move actions and evasion actions to let you plot counter-attacks. It also lets you increase the Power Gauge at will and is suited to players who prefer defensive battles.

STEP

Lets you smoothly move (step in) toward opponents to instantaneously decrease your distance.

ATTACK EVASION

Lets you evade and dodge attacks on the spot. Furthermore, pressing an attack button (□, ×, △ or ○ in the initial settings) while evading an attack lets you use counterattacks.

EXTRA GAUGE

Increase the Power Gauge level to MAX by taking attacks or with Power Build (□+×+○ pressed down simultaneously in the initial settings) to produce a Stock. You can only store one and use it to enable various attacks and actions.

MAX POWER ACTIVATION

Using 1 Power Stock puts your character in a MAX Power state for a limited time only.

CONDITIONS FOR ACTIVATING SUPER SPECIAL MOVES

Using up 1 Power Stock lets you use Super Special Moves that surpass Special Moves in power.

CONDITIONS FOR ACTIVATING MAX SUPER SPECIAL MOVES

This can be activated when your power reaches MAX and your life energy gauge flashes simultaneously.

MAIN CHARACTERISTICS OF ULTIMATE MODE

Ultimate Mode (ULTIMATE) lets you combine the elements of Advanced and Extra Modes any way you like as far as the move actions, evasion actions, and power gauges go. This is just right for the player who likes doing things his own way.

SELECTION OF MOVE ACTIONS

You can choose either the Dash or Step action.

SELECTION OF EVASION ACTIONS

Select either the Emergency Evasion or Attack Evasion.

SELECTION OF POWER GAUGE TYPES

Select either the ADVANCED Gauge or the EXTRA Gauge.

MAX POWER ACTIVATION

Using 1 Power Stock puts your character in a MAX Power state for a limited time only.

CONDITIONS FOR ACTIVATING SUPER SPECIAL MOVES (MAX SUPER SPECIAL MOVES)

Selecting the ADVANCED Gauge makes conditions the same as the Advanced Mode. Select the EXTRA Gauge to follow the same conditions as Extra Mode.

BACK-UP ATTACKS

In team battles you can have another team member make a back-up attack by using a specific command (□+×+△ in the initial state) when you meet the conditions in team battles described below. There are instances when the affinity between members, though, influences the probability of receiving back-up.

Your character is knocked out or grabbed by your opponent.

All of your characters waiting to fight have not yet been eliminated.

You can see the character waiting to fight on the same screen.

ARCADE PLAY/2P VS/CPU VS

Play battles between two teams of 3 characters in one of 3 modes: Arcade Play (battles for a single player against the computer), Arcade 2P VS (battles against another player), or Arcade CPU VS (battles for a single player against the computer).

BEGINNING THE MATCH

1 MAIN MENU

Select the mode you want to play. Choose and confirm "ARCADE PLAY" or "CPU VS" when playing single-player games, or "2P VS" when playing with two players.

ARCADE PLAY Play an elimination tournament against computer opponents.

2P VS Lets you play two-player battles against another player.

CPU VS Take on computer-controlled players in a series of battles.

2-1 SYSTEM SELECT

Select the character's Command Mode.

Select and confirm one of the following modes:

ADVANCED = Advanced Mode; **EXTRA** = Extra Mode; or

ULTIMATE = Ultimate Mode. Or select a system at random by pressing the  button.



2-2 TYPE SELECT

Move on to Type Select only if you select Ultimate Mode, and you can set it at any of the following three modes you like:

Move (Dash/Step), **Evade** (Emergency Evasion/Attack Evasion), or **Power Gauge** (ADVANCED Gauge/EXTRA Gauge). Select the items you want to use then confirm your selections.



3 CHARACTER SELECT

Select the 3 characters you'll use and confirm your selections. The colors of the characters change based on the button you press to confirm.



4 ORDER SELECT

Decide on the order characters appear during matches. Since the characters are each allotted to the , , or  button, press the button of the character you want to use first then finish your selections (you can change the order for each stage). And since the Stage Select is carried out when you play ARCADE 2P VS or ARCADE CPU VS, select and confirm the stage you want to play.



5 BEGIN THE BATTLE!

TEAM BATTLE RULES

Play one-on-one elimination battles with two teams of 3 characters. A maximum of 5 rounds and one final round are played.

WINNING ROUNDS

- The player who knocks out their opponent within the time limit wins.
- When time runs out a judgment is made and the player with the most life energy remaining wins.
- Both players lose in the event of a draw.

WINNING MATCHES

- The first to win 3 rounds (first defeat all members of the opposing team) wins the match.
- When the fifth round ends in a draw with both teams having won two rounds each, a final round decides the match.
- The final round is played between the third members of each team with the time limit and life energy halved.
- Should the final round end in a draw, both teams lose.

BURST-IN PLAY

You can play two-player competitive battles only when you press the  button of the controller not being used during Arcade Play. After the match is decided, the winner resumes Arcade Play.

CONTINUE SERVICE

When you lose a match during Arcade Play, the continue countdown display appears. If you want a rematch, press the  button during the countdown. Select and confirm the service you want on the Continue Service screen to be able to resume play under those conditions.



DIFFICULTY LEVEL DOWN

Resumes the game with the computer difficulty level decreased.

COMPUTER ENEMY AT 1/3

Resumes the game with the computer character's life energy reduced.

GAME WILL START AT MAX

Resumes the game with the Power Gauge at MAX.

NO SERVICE

Resumes the game as it was without any service.

SINGLE PLAY/2P VS/CPU VS

Play one-on-one, single round battles in one of the following three modes: Single Play (single-character battles against the computer), Single 2P VS (single-character battles against another player), or Single CPU VS (single-character battles against the computer).

BEGINNING THE MATCH

1 MAIN MENU

Select the mode you want to play. Choose and confirm "SINGLE PLAY" or "CPU VS" when playing single-player games or "2P VS" when playing with two players.

- SINGLE PLAY** Play elimination matches against computer opponents.
2P VS Lets you play two-player battles against another player.
CPU VS Take on computer-controlled players in a series of battles.

2-1 SYSTEM SELECT

Select the character Command Mode.
Select and confirm one of the following modes:

ADVANCED = Advanced Mode; **EXTRA**=Extra Mode; or
ULTIMATE = Ultimate Mode. Or select a system at random by pressing the  button.



2-2 TYPE SELECT

Move on to Type Select only when you select Ultimate Mode, and you can set it at any of the following three modes you like:

Move (Dash/Step), **Evade** (Emergency Evasion/Attack Evasion), or **Power Gauge** (ADVANCED Gauge/EXTRA Gauge). Select the items you want to use then confirm your selections.



3 CHARACTER SELECT

Select and confirm 1 character for you to use. The color of the character changes based on the button you press when confirming. When choosing Single 2P VS and Single CPU VS, you proceed to Stage Select so select and confirm the stage you want to play.



4 BEGIN THE BATTLE!

SINGLE BATTLE RULES

Play one-on-one battles. Matches are a contest of three rounds.

WINNING ROUNDS

- The player who knocks out their opponent within the time limit wins.
- When time runs out a judgment is made and the player with the most life energy remaining wins.
- Both players lose in the event of a draw.
- After the round ends, the life energy for both players is reset (the Power Gauge is renewed).

WINNING MATCHES

- The first to win 2 rounds wins the match.
- When the third round ends in a draw with both characters having won one round each, a final round decides the match.
- The final round is played with the time limit and each character's life energy halved.
- Should the final round end in a draw, both players lose.

* You can change the number of rounds for single battles using the Battle Setting Menu of Game Option. (See p. 17)

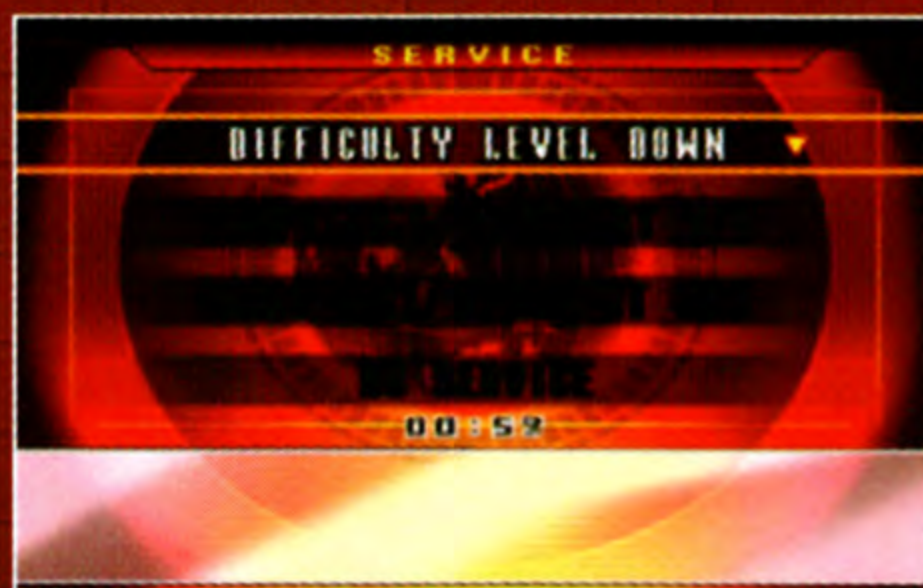
BURST-IN PLAY

You can play two-player competitive battles when you press the  button of the controller not being used only during Single Play.

After the match is decided, the winner resumes Single Play.

CONTINUE SERVICE

When you lose a match in single play, the continue countdown appears. If you want a rematch, press the  button during the countdown. Once you select and confirm the service you want on the Continue Service screen, you can resume play under those conditions.



DIFFICULTY LEVEL DOWN

Resumes the game with the computer difficulty level decreased.

COMPUTER ENEMY AT 1/3

Resumes the game with the computer character's life energy reduced.

GAME WILL START AT MAX

Resumes the game with the Power Gauge at MAX.

NO SERVICE

Resumes the game as it was without any service.

ENDLESS MODE

In this mode you select 1 character to take on a series of computer opponents in knock-out battles until you run out of life energy.

GAME DETAILS

This game lets you play one-on-one battles against an onslaught of computer characters once you select and confirm your Command Mode and player character. Each battle is a single-round battle with no time limit, and when you win your life energy is restored in the subsequent match according to the method of your victory. The amount restored increases from 1/8 when you win using a normal move to 1/4 when you win with a Special Move, 1/2 when you win with a Super Special Move, or 3/4 when you win with a MAX Super Special Move.



WINNING MATCHES

- Knock out your opponent.
- The game ends when your character is knocked out.

PAUSE MENU

Pressing the  button during battles in Endless Mode calls up the Pause Menu shown below. Press the  button again to resume game play.



CONTINUE

Resumes game play.

SKILL LIST

Shows the character's command list of moves for the player who paused the game. Press the  button to return to the Pause Menu.

CONTROLS

The Controls Menu is displayed to let you change the command settings for each button of the controller.

GAME END

Ends the battle and returns you to the Main Menu.



GALLERY MODE

In this mode, you can peruse through the ending illustrations of "The King of Fighters '98 Ultimate Match" and enjoy the movies.

GALLERY MENU

When you select and confirm "GALLERY" on the Main Menu screen, the Gallery Menu screen appears to let you select the menu options below.



ART WORK FOR "PLAYSTATION®2 SYSTEM"

You can look over the ending illustrations for each team. The illustrations of teams newly appearing from this title on, however, cannot be accessed unless you clear the game with that team in Arcade Play.

ART WORK FOR "PLAYSTATION® GAME CONSOLE"

Select this to look through the illustrations included in "The King of Fighters '98" once released for the original "PlayStation®".

MOVIES

This lets you watch the demo sequences, such as interval demos, demos before and after boss battles, ending movies, and combo movies; but this gallery is not unlocked in the initial state. Defeating all of the characters in Endless Mode unlocks this gallery. Only combo movies, however, cannot be seen until all of the other galleries are unlocked.

COMMANDS WHEN SELECTING IMAGES

Directional buttons	Select images
 button	Enlarges the image (or starts playback of demos and movies)
 button	Returns you to the Gallery Menu screen
 button	Returns you to the previous page
 button	Takes you to the next page



COMMANDS WHEN THE IMAGE IS ENLARGED

Directional buttons	Moves the image (or press R2 for speedy movement)
 button	Returns the display to the initial state
 button	Returns you to the Image Select screen
 button	Zoom in (enlarge)
 button	Zoom out (reduce)
 button	Shows the previous image
 button	Displays the next image
 button	Turns the menu display on or off



COMMAND DURING DEMO & MOVIE PLAYBACK

 button	Returns you to the Image Select screen
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CHALLENGE MODE

In this mode you select a mission and try to fulfill the designated clear conditions.

CHALLENGE MENU

When you select and confirm "CHALLENGE" on the Main Menu screen, the Challenge Menu screen appears. You can take on any of the 30 missions here, and selecting the mission you want to try lets you see the level and clear conditions for it (pressing the **R2** button at this time takes you to the next mission; pressing the **L2** button changes the display back to the previous mission). Once you confirm the clear conditions, the challenge begins. You complete the mission when you successfully fulfill its clear conditions.



PAUSE MENU

Pressing the **START** button during the mission calls up the Pause Menu shown below. Pressing the **START** button a second time resumes game play.

CONTINUE

Resumes the mission.

SKILL LIST

Shows the commands of moves for the character of the player who paused the game. Press the **○** button to return to the Pause Menu.

CONTROLS

The Controls Menu is displayed to let you change command settings for each controller button.

MISSION

Lets you check the details of the mission you're currently carrying out.

MENU

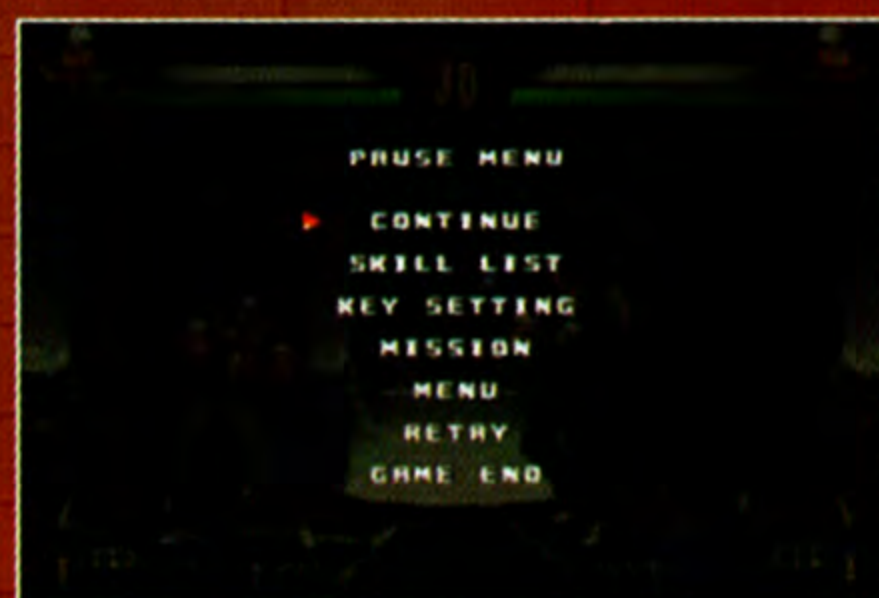
Returns you to the Challenge Menu screen.

RETRY

Lets you restart the current mission from the beginning.

GAME END

Ends the mission and returns you to the Main Menu screen.



GAME OPTIONS

This mode lets you change the settings of the game. When you select "GAME OPTION" on the Main Menu screen, the Game Option screen appears and you can select the menu items shown below.

BATTLE SETTINGS

Takes you to the Battle Settings Menu. (See p. 17)

CONTROLS

Takes you to the Controls Menu. (See p. 18)

SOUND SETTINGS

Takes you to the Sound Settings Menu. (See p. 18)

CHARACTER SETTINGS

Takes you to the Character Settings Menu. (See p. 19)

DISPLAY SETTINGS

Takes you to the Display Settings Menu. (See p. 20)

RANKINGS

Takes you to the Rankings Menu. (See p. 21)

SAVE & LOAD

Takes you to the Save & Load Menu. (See p. 21)

EXIT

Returns you to the Main Menu screen.



BATTLE SETTINGS MENU

You can change settings like the game difficulty level (in computer battles only), time limits, defensive strength, and the various gauges. Press **↑** and **↓** to select items. With **←** and **→** you can change the settings. Since the settings for Endless (see p. 14) and Challenge (see p. 16) modes are fixed, Battle Settings changes do not affect those modes.

CPU-LEVEL

Lets you set the strength of the computer character at 1 of 7 levels. Characters becomes successively stronger from level 1 to 7.

PLAY TIME

Lets you change the countdown speed of the time limit.

SINGLE ROUND

Lets you change the number of victory rounds for single battles.

DEFENSE LEVEL 1P/2P

Lets you set the defense strength during battles for Player 1 and Player 2 at 1 of 8 levels. Defensive strength becomes successively stronger from level 1 to 8.

POWER GAUGE 1P/2P

Lets you change the condition of the Power Gauge during battles for Player 1 and Player 2.

RANDOM SELECT

Changes the characters that you can use when selecting them at random.

EXIT

Returns you to the Game Option screen.

CONTROLS MENU

Lets you change the button settings for each of the Player 1 and Player 2 controllers or turn the vibration function of the analog controller (DUALSHOCK®2) on or off. Select buttons with **↑** and **↓** and change command settings with **←** and **→** [return to the initial settings with the **SELECT** button]. Switch the "VIBRATION" option ON or OFF with **←** or **→**. Select "EXIT" to return to the Game Options screen, once you are done.



SOUND SETTINGS MENU

This lets you change the settings concerning the audio output. Select items with **↑** and **↓** and change settings with **←** and **→**.

OUTPUT

Lets you change the audio output to either stereo or monaural sound.

BGM

Lets you switch the type of soundtrack to either Arcade Version or Arrange Version.

BGM LEVEL

Lets you adjust the volume of the soundtrack to 1 of 8 levels. The volume increases by level from 0 to 7.

SE LEVEL

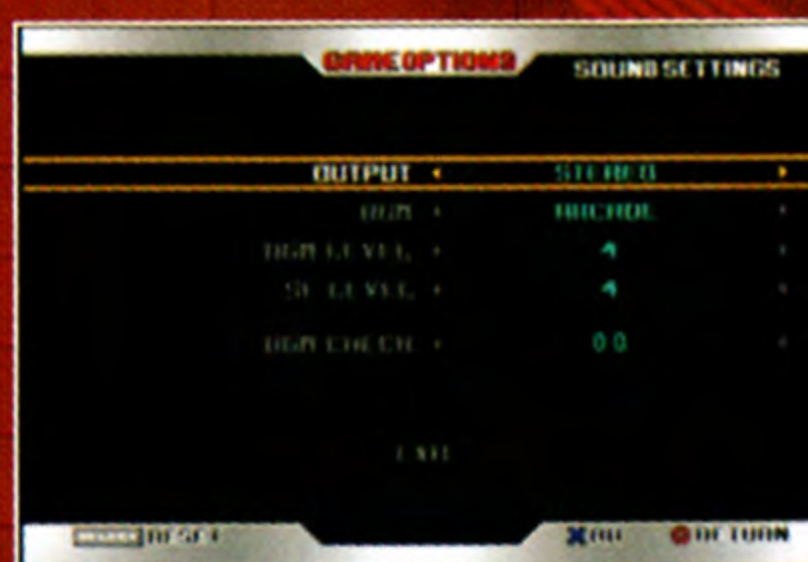
Lets you adjust the volume of sound effects. The volume increases by level from 0 to 7.

BGM CHECK

Play background music selections. Select the number with **←** and **→** and press the **⊗** button to play your selection.

EXIT

Returns you to the Game Option screen.



CHARACTER SETTINGS MENU

You can create two types of original character colors. After selecting a character on the Character Select screen, edit your original color using the Character Settings screen. The original color you create can be used when you confirm them with the **R 2** and **L 2** buttons when selecting a character.

EDIT MENU

You can select the menus shown below on the Character Settings screen.

NAME

You can change characters with **←** and **→**.

R2 COLOR EDIT

Edits the character colors assigned to the **R 2** button.

L2 COLOR EDIT

Edits the character colors assigned to the **L 2** button.

CHARACTER SELECT

Returns you to the Character Select screen.

EXIT

Ends Color Edit and returns you to the Game Options screen.

*Pressing the **SELECT** button during the Edit Menu display returns all colors to their initial state.



HOW TO EDIT COLORS

When you select "R2 COLOR EDIT" or "L2 COLOR EDIT", all palettes allowing you to edit, the selection cursor, and a sample image of the character matched to the palette you use are displayed. Select the color you want to edit with **↑**, **↓**, **←** or **→**, and then use the commands listed below.

⊗ button	Confirms the selected color. After selection, move the RGB bar to adjust colors. Select a color bar with ↑ and ↓ and change tones with ← and → .
⊙ button	Returns you to the Edit Menu.
Ⓢ button	Copies the selected color. You can copy a number of colors with ↑ , ↓ , ← or → while pressing this button.
Ⓐ button	Lets you paste (apply) the copied color.
R 1 button	Switches the limits of the selection cursor by palette and color.
L 1 button	Shows the selected color area of the character's sample image in white, and the other areas are displayed in black.
R 2 button	Pauses the character image displayed on screen.
L 2 button	Processes gradations of the color of the area when you copy multiple colors.
START button	Displays the color samples.
SELECT button	Returns all selected colors (palettes) to their initial state.

DISPLAY SETTINGS MENU

To change the screen display settings. Press **↑** and **↓** to select items and change setting details with **←** and **→**.

SCREEN

Lets you change the width of the image display area to "TYPE A" or "TYPE B."

POSITION X

Lets you move the image display area left or right. Changing the number to a positive value moves it to the right, negative numbers move it to the left.

POSITION Y

Lets you move the position of the image display area. Changing the number to a positive value moves the image down, negative numbers move it up.

FOCUS

Lets you set the image during games to either Normal or Soft.

CHARACTER

Lets you adjust the image quality of player characters. Switch them to one of the 6 types.

BACKGROUND

Lets you change the background for each stage to either 2D or 3D.

LOAD TYPE

Lets you simplify loading during games. You can set loading to Normal, Simple, or Demo Cut.

FLASH

This lets you turn the flash effects on the screen during games on or off.

EXIT

Returns you to the Game Option screen.



RANKINGS MENU

Lets you check the various rankings found in "The King of Fighters '98 Ultimate Match."

ARCADE RANKINGS

Shows the rankings of results for Arcade Play.

SINGLE RANKINGS

Shows the rankings of results for Single Play.

CHARACTER RANKINGS

Shows the rankings for the frequency of use for characters.

SYSTEM RANKINGS

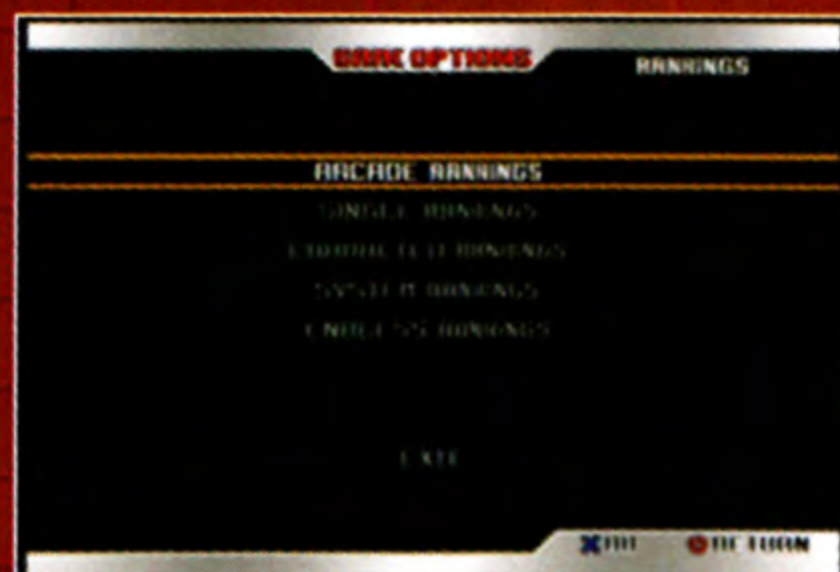
Shows the rankings for the frequency of use for Command Modes.

ENDLESS RANKINGS

Shows the rankings for victories in Endless Mode.

EXIT

Returns you to the Game Options screen.



SAVE & LOAD

You can save and load game data using a memory card (8MB) (for PlayStation®2).

SAVE

Saves game data onto a memory card (8MB) (for PlayStation®2).

LOAD

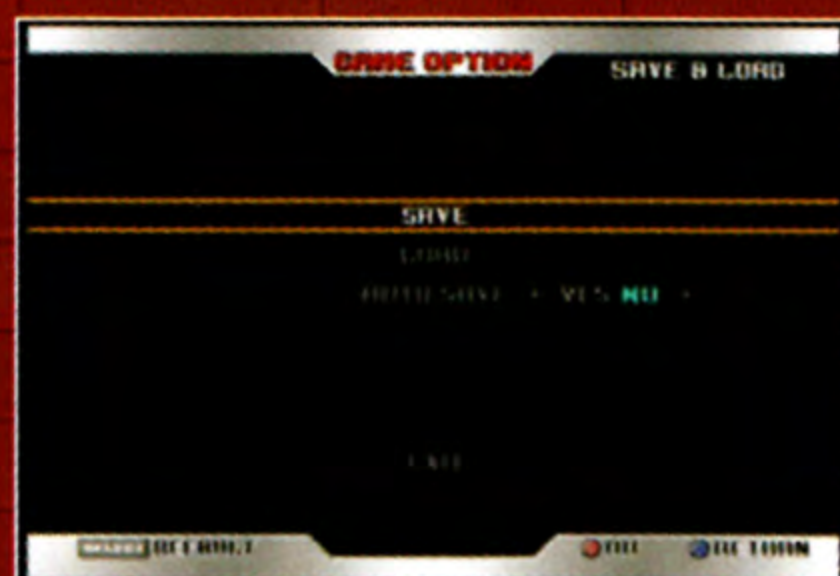
Loads game data saved on a memory card (8MB) (for PlayStation®2).

AUTO SAVE

Lets you set the automatic save function ON or OFF. Switch it ON or OFF with ◀ and ▶. Turning it ON saves data automatically at key points in the game.

EXIT

Returns you to the Game Options screen.



* Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before switching the console on (MEMORY CARD slot 2 is not used).

* When saving game data, 250KB of free space on the memory card (8MB) (for PlayStation®2) is required.

CHARACTERS & MAIN SPECIAL MOVES

Please see the "SKILL LIST " of the Pause Menu for the details of each character's Special Moves.

NEOGEO MODE

Selecting and confirming "NEOGEO MODE" on the Main Menu screen lets you play the NEOGEO ROM version of "The King of Fighters '98".

BEGINNING THE MATCH

MODE SELECT

Pressing the  button while the title demo plays calls up the Mode Select screen. Select and confirm the game mode you want to play.

TEAM PLAY

This is a team battle against the computer.

TEAM VS

This is a two-player team battle.

SINGLE PLAY

This is a single-character battle against the computer.

SINGLE VS

This is a two-player, single-character battle.

SURVIVOR

This is a timed elimination battle against an onslaught of computer characters. (See p. 24)

PRACTICE

This lets you practice against a computer opponent. (See p. 24)

OPTION

Lets you change various game settings. (See p. 24)

MAIN MENU

Returns you to the Main Menu screen.



SYSTEM SELECT

Choose the command mode.

Select and confirm either ADVANCED = Advanced Mode or EXTRA = Extra Mode.



CHARACTER SELECT

Choose three characters in the case of team battles. Select and confirm 1 player each.

With single battles, the match begins once you select and confirm 1 player character to use.



ORDER SELECT

Decide on the order characters appear in matches. Select the first character to appear first with , ,  or  and press the  button to confirm (the characters' turns to fight can be changed for each stage).



RANDOM CHARACTER SELECT

Moving the cursor to "?" on the screen while selecting characters for Team and Single Battles lets you randomly select characters. When you use Random Character Select with Team Play and Single Play, random selection occurs automatically whenever you win a match to provide you with a new character. Random selection can't be used in Survivor and Practice modes.

BURST-IN PLAY

Pressing the  button of the unused controller during Team Play or Single Play lets you play two-player battles. When the match is decided, the winner goes on to play against the computer.

CONTINUE SERVICE

When you lose a match in Team Play or Single Play, the Continue Countdown appears. If you want to try playing again, press the  button during the countdown to proceed to the Continue Game screen. You can get 1 of the 6 options below, selected by random roulette.

MAX GAUGE START

Resume the game with a full stock of Power Gauges in the case of Advanced Mode or the Power Gauge at MAX in the case of Extra Mode.

COMPUTER ENEMY AT 1/3

The game resumes with the life energy of the computer character reduced.

DIFFICULTY LEVEL DOWN

You resume game play with the computer difficulty level decreased.

GO TO NEXT STAGE

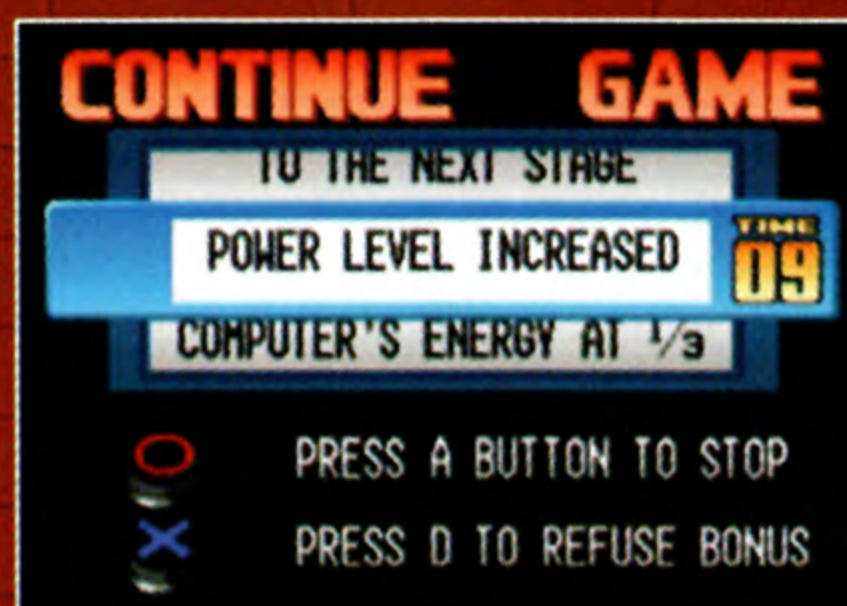
You unconditionally proceed to the next stage.

ATTACK POWER UP!

You resume game play with your attack power increased.

NO CPU GAUGE

The game resumes with the computer character unable to use the Power Gauge.



SURVIVOR

After selecting and confirming "SURVIVOR" on the Mode Select screen, a timed elimination battle begins once you decide on a Command Mode and select a character. You take on computer characters with one life gauge and race to get the best time defeating all of your opponents. All matches are one-fall battles and when you win your life energy is restored slightly as you move on to fight your next opponent; or you lose at that point in time when life energy runs out during the battle. When you lose, the continue screen then appears so press the  button if you want to continue.

PRACTICE

After you select and confirm "PRACTICE" on the Mode Select screen, the Practice Menu will then appear when you decide on the Command Mode, your character, and your computer practice opponent. Once you change settings here, practice begins. The Practice Menu includes START (begin practice), ACTION (computer player conditions), COUNTER (whether counter hits cause damage), ATTACK (whether computer players attack), GUARD (whether computer player guards), and CHARACTER CHANGE (for changing characters), and you can call up the menu by pressing the  button during practice.



OPTION

When you select and confirm "OPTION" on the Mode Select screen, the Option screen will appear. Option includes the following 7 items: DIFFICULTY (the strength of the computer character), PLAY TIME (the time limit for rounds); LANGUAGE (the language for messages); BATTLE CONFIG. (your defensive strength, Power Gauge conditions, whether time and gauges are displayed, whether the advantage system is activated, and the number of victory points for single battles); BUTTON CONFIG. (has the same contents as Controls); STAGE SELECT (whether you select stages of two-player battles); and FLASH (whether flashes appear on the screen).



CAUTION!

Only changes to Controls (see p. 18) of Game Options affect NEOGEO Mode's NEOGEO ROM version of "The King of Fighters '98".

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